INode + Clone() + GetPieceType() + GetNeighbours() + GetNeighbour() + GetIndex() + SetPiece() + SetNeighbour() + SetNeighbours() + SetIndex() + ~INode() Node # m_type # m index + Node() + GetPieceType() + GetIndex() + SetPiece() + SetIndex() + ~Node() NormalNode **DiagonalsNode** + DiagonalsNode() + NormalNode() + Clone() + GetNeighbours() + GetNeighbours() + GetNeighbour() + GetNeighbour() + SetNeighbour() + SetNeighbour() + SetNeighbours() + SetNeighbours() + ~DiagonalsNode() + ~NormalNode()

+ Clone()